

Enhancements for the Playstation

The Playstation will have some features not included in the standard PC version.

These Include:-

1. The graphics are being re-drawn especially for the playstation rather than being ported across from the PC. This will ensure that the colour / aspect ratios of the models will be correct for TV.
2. Lighting Effects
 - Dynamic lighting can be incorporated to enhance the look of the game.
 - Fog and other transparent effects will be used to further enhance the look of the game.
 - Animating textures would allow us to show water / lava effects to greater effect.
3. Sound.
 - We will be using XM music to enhance the atmospheric feel of the game.
 - We may also use XA audio to further enhance the feel of the game.
 - If possible we could also incorporate Surround Sound into the XM music player if the libraries allow this to be done. (There was mention that this would be the case at the last DevCon.)
4. The game has been designed to be faster paced than the PC version to cater for the console market. The AI of the game will be versatile enough so that the Game testers can alter the strategical / Action balance of the game (within certain constraints).
5. There will be some extra special animations for the PSX version which will not be available in the PC version to make the game look extra cool. Examples of this will be various ‘Waiting’ animations. The details of which will have to be approved by LEGO.